



ROUND ROBIN: THE SIDEKICK'S REVENGE!

PART TWO  
OF SIX

# THE AMAZING SPIDER-MAN

E 1991 MARVEL ENT. GROUP INC.  
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\$1.25 CAN  
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BY THE  
COMICS  
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AUTHORITY

NOW ON SALE  
TWICE A MONTH!

GUEST-STARRING:  
THE PUNISHER,  
NIGHT THRASHER,  
NOVA AND  
MOON KNIGHT!







# Think Fast.

C'mon faster. Because here comes Sonic The Hedgehog.™ He's the fastest critter the world has ever seen, and he's a hedgehog with a major attitude.

Watch him smirk in the face of danger as he blazes his way through hilly pastures, underwater caverns, marble ruins, strange cities and a cybernetic world of enemies in a race to save his buddies.

Sonic's got everything a hedgehog could ever want: tricks, gadgets and speed. So don't blink or you might just miss him. Sonic is sold separately or included when you buy a Sega™ Genesis 16-bit system.



Leading the 16-bit revolution.™



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BITTEN BY A RADIOACTIVE SPIDER, STUDENT PETER PARKER GAINED THE PROPORTIONATE STRENGTH AND AGILITY OF AN ARACHNID ARMED WITH HIS WONDROUS WEB-SHOOTERS. THE RELUCTANT SUPER HERO STRUGGLES WITH SINISTER SUPER-VILLAINS, MAKING ENDS MEET, AND MAINTAINING SOME SEMBLANCE OF A NORMAL LIFE!

## Stan Lee PRESENTS: THE AMAZING SPIDER-MAN®

OKAY, IT'S LIKE THIS...

JEFF WILDE, THE CYBORG FORMER SICKKICK-O-BOOM KNIGHT, BROKE DOC ELLIOT FRANKLIN OUT OF A QUEEN'S JAIL.

WILDE, KNOWN AS MIDNIGHT, IS NOW WORKING FOR THE MYSTERIOUS EVIL ORGANIZATION CALLED THE SECRET EMPIRE.

SPIDER-MAN AND DARKHAWK HAPPENED UPON THE SCENE AND FOUGHT MIDNIGHT, BUT HE FLED-- SENDING ONE OF THE EMPIRE'S EXPLOSIVE-LADEN FLYING PLATFORMS PLUMMETING TOWARD THE STREET TO COVER HIS ESCAPE.

# WILDE AT HEART!

WRITTEN (at breakneck speed) BY AL MILGROM.

PENCILED (quickly indeed) BY MARK BAGLEY.

INKED (so fast that his fingers did bleed) BY RANDY EMBERLIN.

LETTERED (quite rapidly, for the check he did need) BY JOE ROSEN.

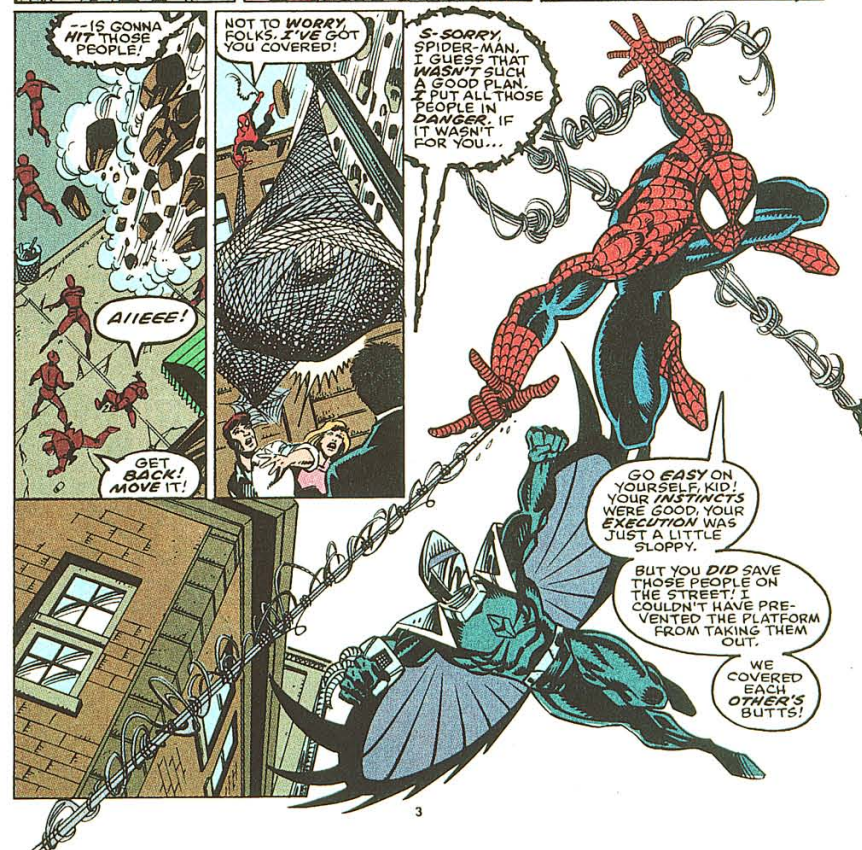
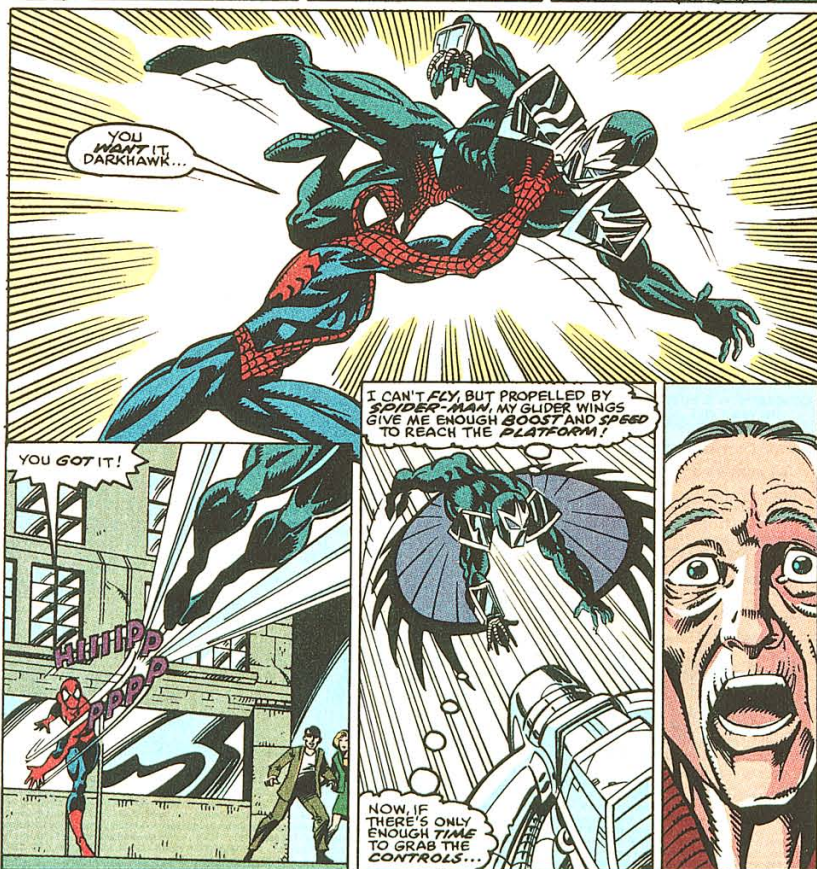
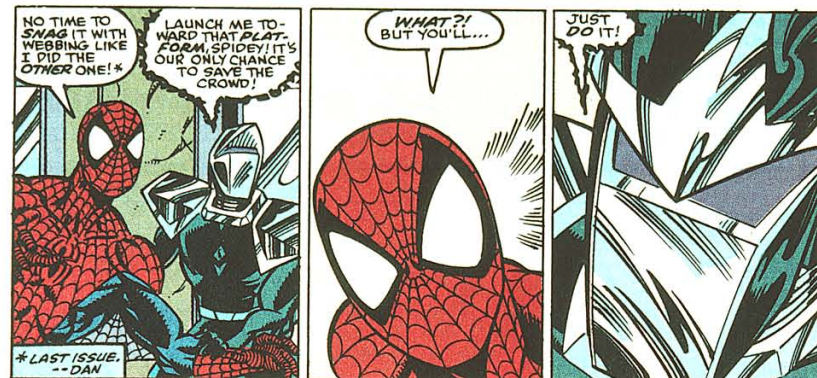
COLORS (in a rush, though he was off his feed) BY BOB SHAREN.

EDITED (in haste, but mistakes out he did weed) BY DANNY FINGEROTH.

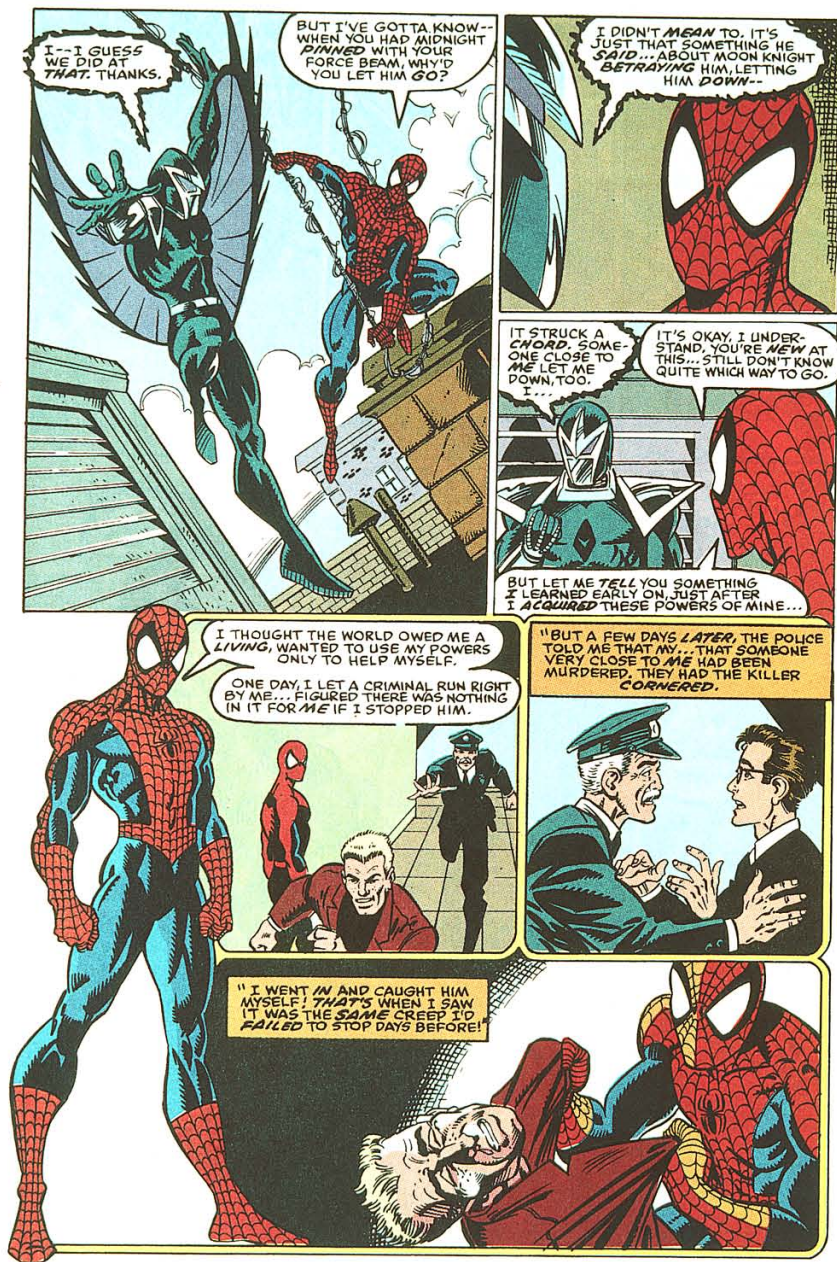
CHIEFED (in no great hurry, for he's going to seed) BY TOM DEFALCO.

THE AMAZING SPIDER-MAN® Vol. 1, No. 354, Late November, 1991. (ISSN# 0274-5232) Published by MARVEL COMICS, Terry Stewart, President; Stan Lee, Publisher; Michael Hobson, Group Vice President; Publishing Office: 187 PARK AVENUE, SOUTH NEW YORK, N.Y. 10016. SECOND CLASS POSTAGE PAID AT NEW YORK, NY AND AT ADDITIONAL MAILING OFFICES. Published monthly except semi-monthly November, December, and January. Copyright © 1991 Marvel Entertainment Group, Inc. All rights reserved. Price \$1.00 per copy in the U.S. and \$1.25 in Canada. Subscription rate for 12 issues: \$12.00 U.S. \$24.00 foreign. Canadian subscribers must add \$8.00 for postage and GST/GST #R127032852. No similarity between any of the names, characters, persons, or institutions in this magazine with those of any living or dead person or institution is intended, and any such similarity may exist purely coincidental. This periodical may not be sold except by authorized dealers, and is sold subject to the condition that it shall not be sold or distributed with any part of its cover or markings removed, nor in a mutilated condition. THE AMAZING SPIDER-MAN (including all prominent characters featured in the issue and the distinctive likenesses thereof) is a trademark of MARVEL ENTERTAINMENT GROUP, INC. POSTMASTER: SEND ADDRESS CHANGES TO: THE AMAZING SPIDER-MAN, c/o MARVEL COMICS, 9TH FLOOR, 387 PARK AVENUE SOUTH, NEW YORK, N.Y. 10016. Printed in the U.S.A.

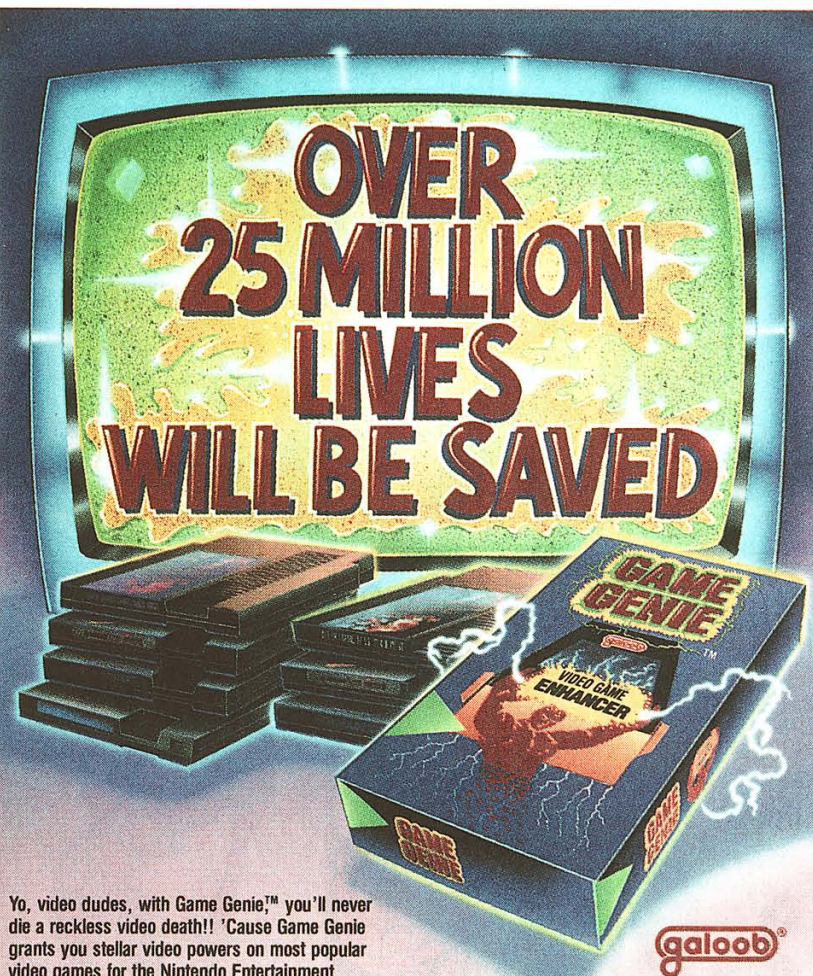








4



Yo, video dudes, with Game Genie™ you'll never die a reckless video death!! 'Cause Game Genie grants you stellar video powers on most popular video games for the Nintendo Entertainment System!®

Like, you may live forever, never die! Or, you can get unlimited firepower and super jumps!! Maybe even moonwalk the most triumphant game characters across the screen—or program them to do much more!

So you may ask, 'What is the key to this most awesome power?' The power codes, dude! Thousands of 'em that allow you to unlock all these excellent secrets!

So party on, with Game Genie—and save that most righteous life of all—yours.



Radical firepower.



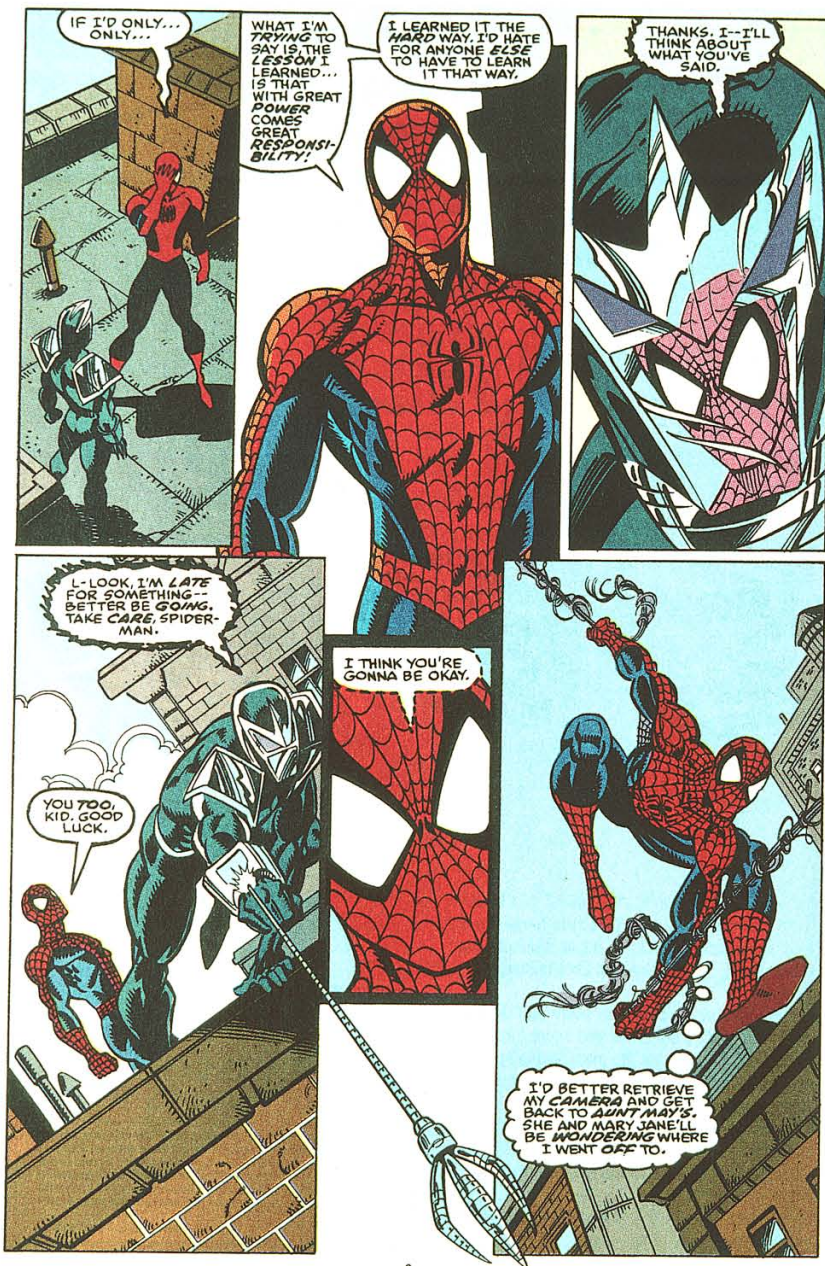
Create your own effects.



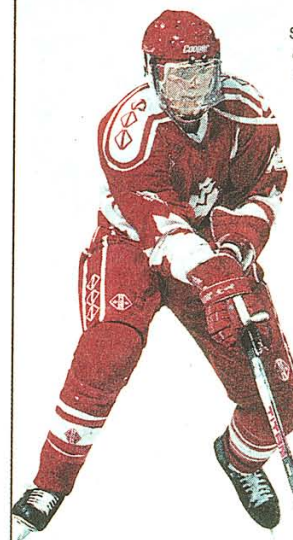
Live forever!

Game Genie™ works on many game titles for the Nintendo Entertainment System!® Not all effects can be created at the same time, and some effects are not available on some games. Game Genie is a product of Lewis Galoob Toys, Inc., and is not manufactured, distributed or endorsed by Nintendo of America Inc. Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc. Game Genie and Galoob are trademarks of Lewis Galoob Toys, Inc.  
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## Bobby Orr and Eric Lindros join Score's winning team



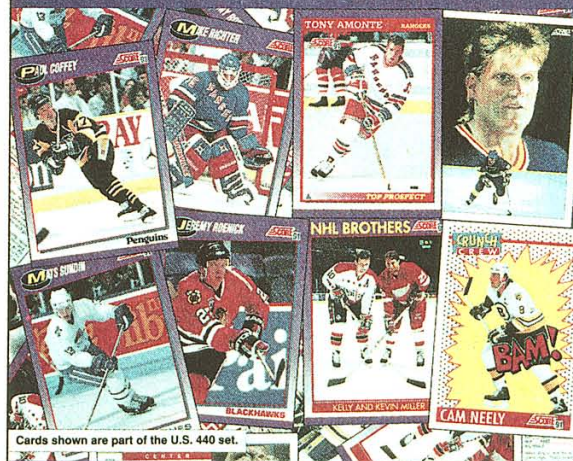
Bobby and Eric know a winner when they see one and SCORE's 1991 Hockey Card Set has the look of a champion. The 440-card collection features the finest full-color, game-action photography as well as 14 subsets and three specialty cards.

Bobby will be featured in an exclusive limited edition four-card set to be randomly distributed in count goods packs. He has autographed a total of 1,600 cards (400 of each). All have been specially numbered to guarantee authenticity.

Eric has three cards in the basic 1991 SCORE set. If that wasn't enough, we've also created a special "dream card" featuring Bobby and Eric together. The limited edition card will be randomly distributed in count goods packs. A total of 50 have been autographed by both Bobby and Eric. Promotion details are on SCORE's 1991 Hockey wrappers.

Bobby, Eric and a superior product. It's what makes SCORE the intelligent choice.

**SCORE**  
THE INTELLIGENT CHOICE.



Cards shown are part of the U.S. 440 set.

### SPECIAL OFFER

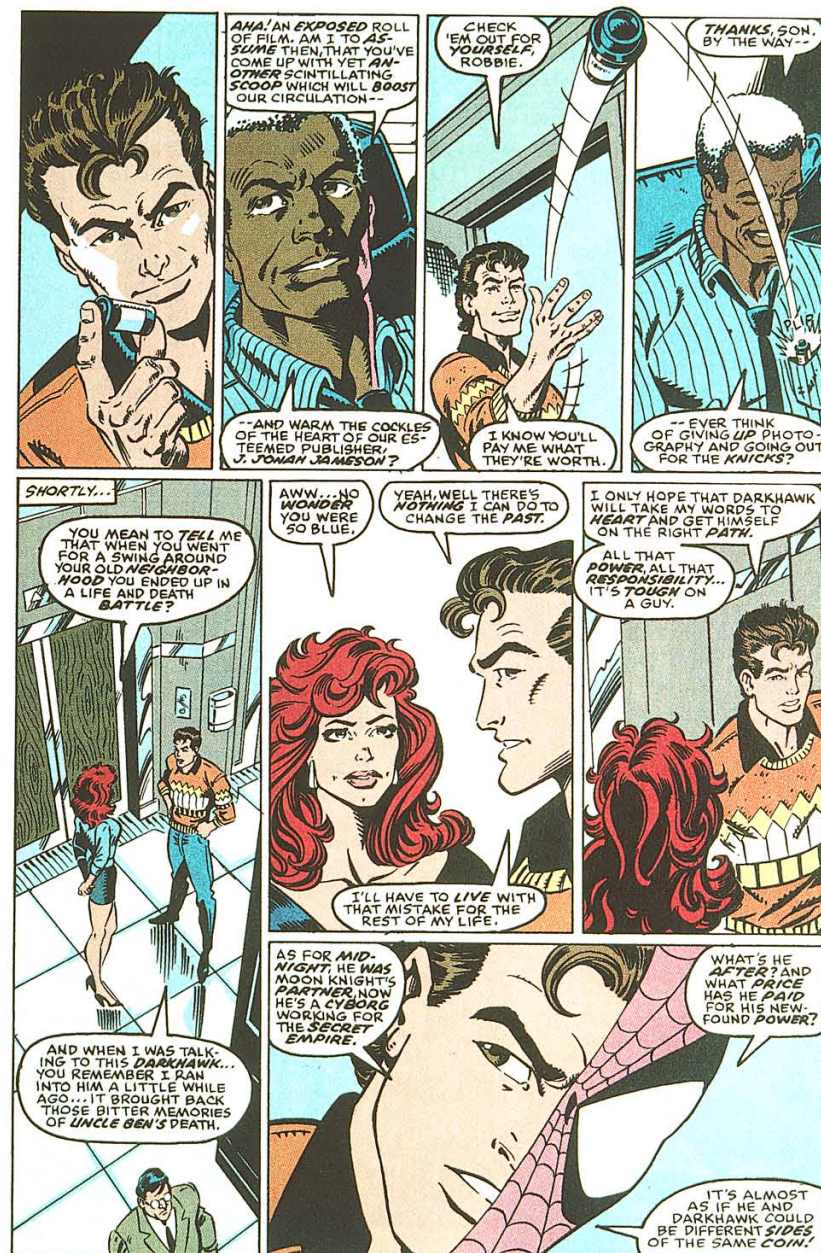
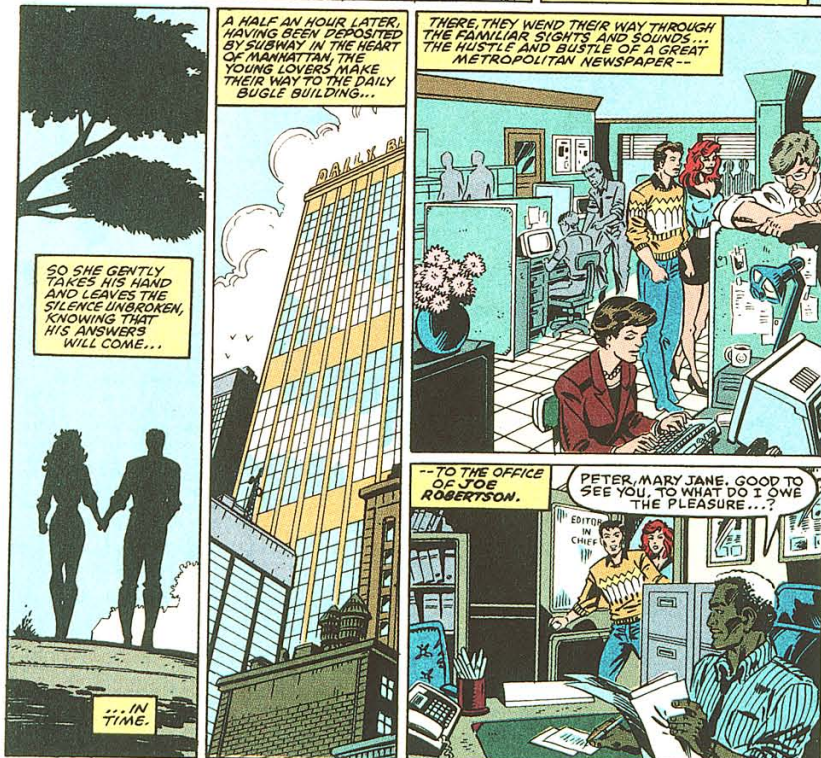
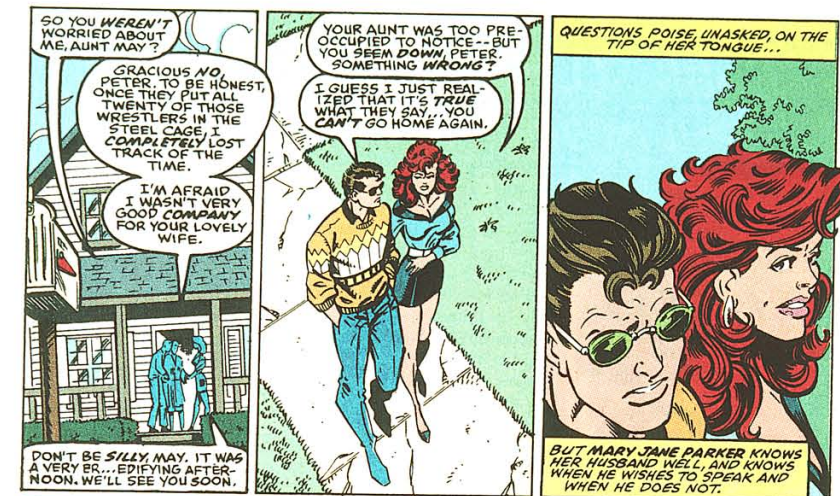
#### SCORE's 1991 NHL YOUNG SUPERSTARS SET

##### 40 Glossy Player Cards

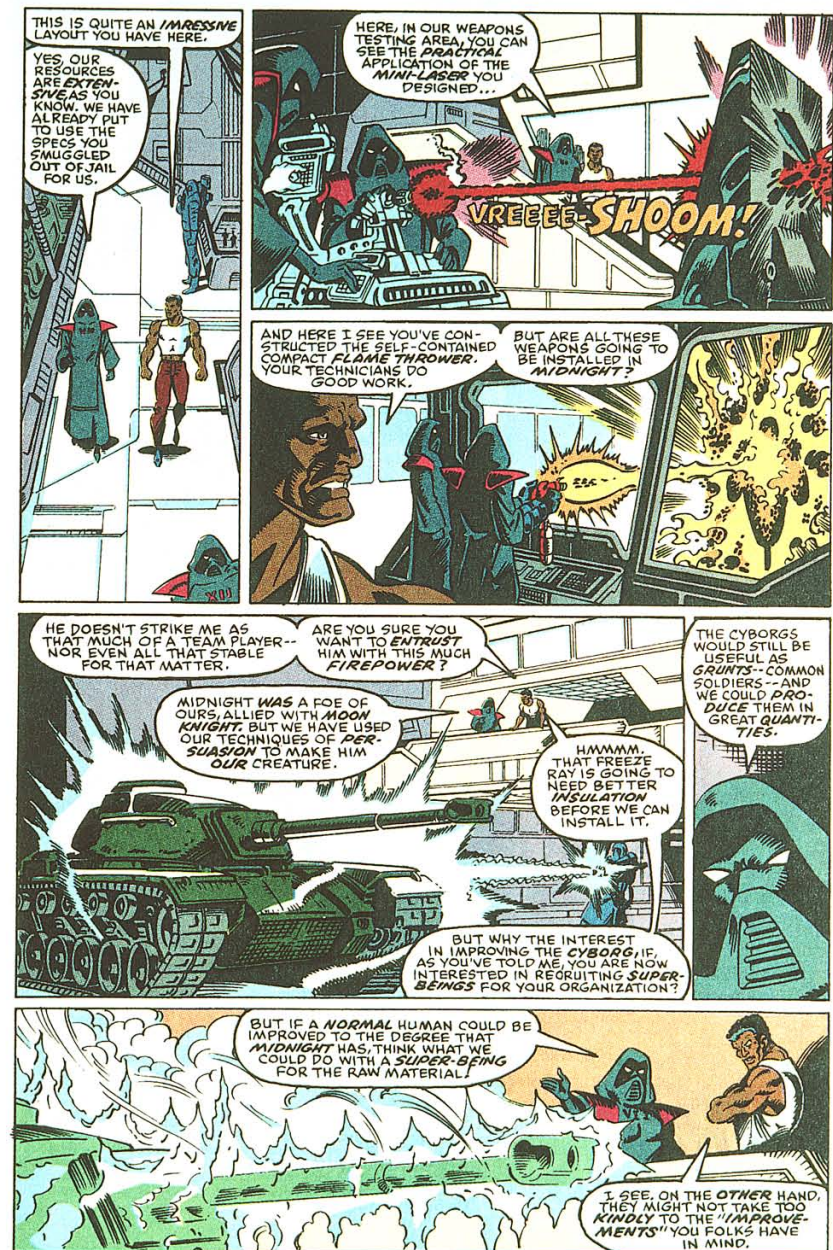
Forty of the NHL's top young players are in this exclusive SCORE set with full-color photography on each side. Ed Belfour (Blackhawks), Ken Hodge (Bruins) and Rob Blake (Kings) are among the players featured. To order your set, send this coupon and a \$5.00 check or money order payable to Major League Marketing (U.S. funds only), along with your name and address on a 3" x 5" card, and mail to: 1991 NHL YOUNG SUPERSTARS OFFER, Major League Marketing, 25 Ford Road, Westport, CT 06880. Connecticut residents add 8% sales tax. Sets will be ready for shipment in November 1991. Offer good while supply lasts.













# BOOM!

**BEWARE:**  
Don't Let Other Kids  
Scare You Out Of  
Your Trading Card Treats.

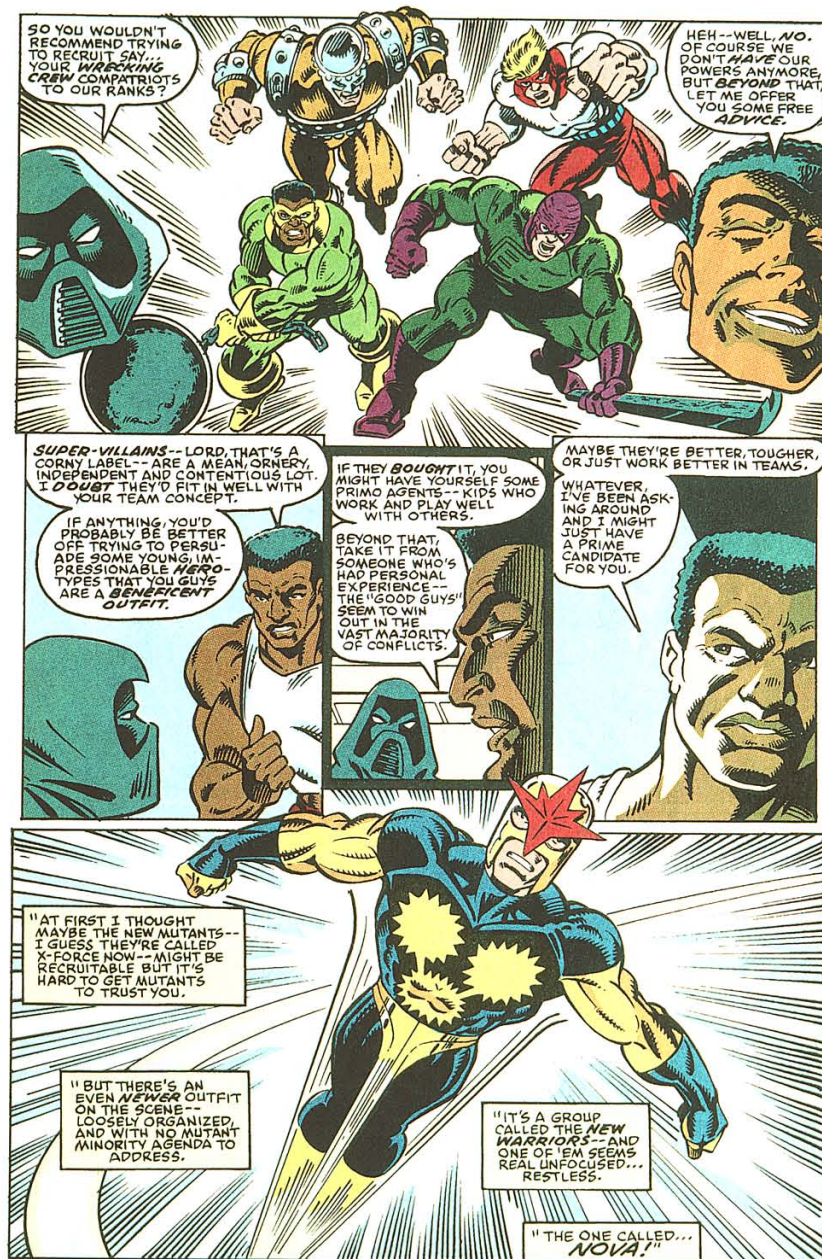


## TRADING CARDS DESIGNED ESPECIALLY FOR HALLOWEEN.

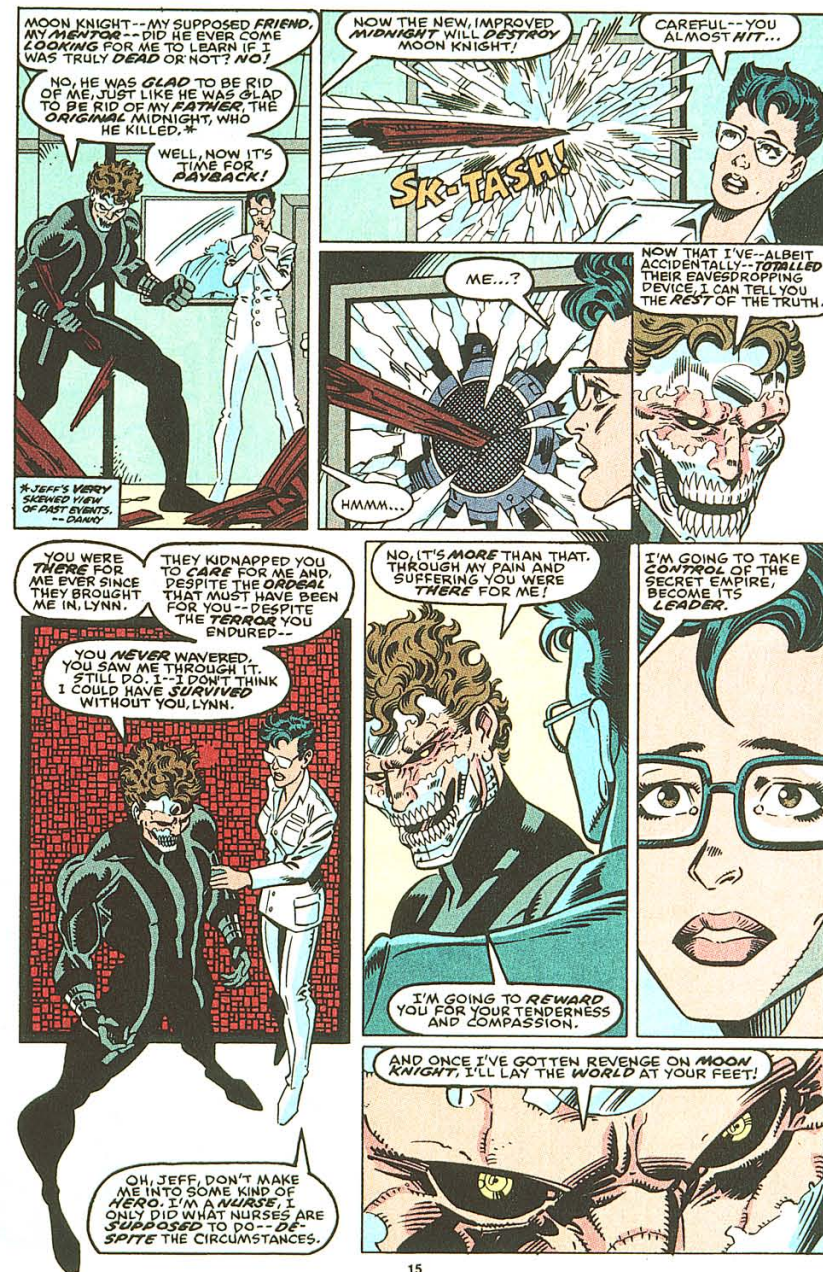
You've heard of card tricks. Now there are card treats. They're totally new this Halloween, and they come in all kinds of cool characters like Marvel Super Heroes,® Archie® Comic characters, Official Universal Studios Monsters,™ Nintendo,® Inspector Gadget,™ and Widget.™ Look for Trading Card Treats™ wherever Halloween candy is sold. They're so much fun, it's scary. From Impel Marketing Inc., produced in partnership with the National SAFE KIDS Campaign.™



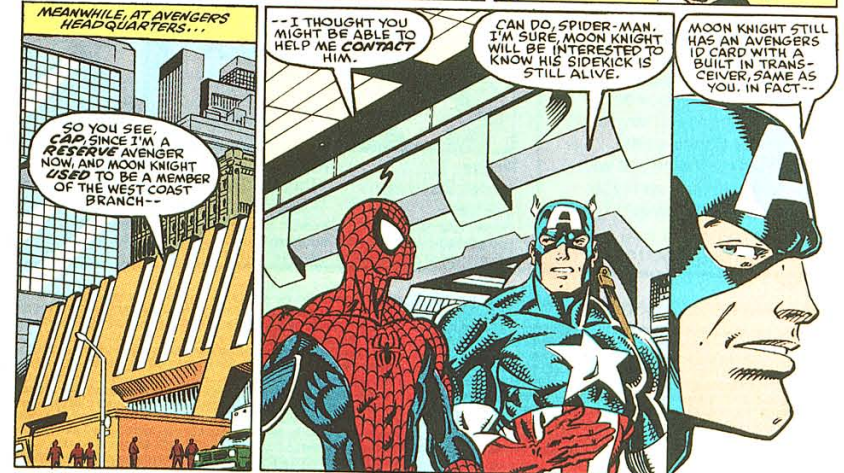
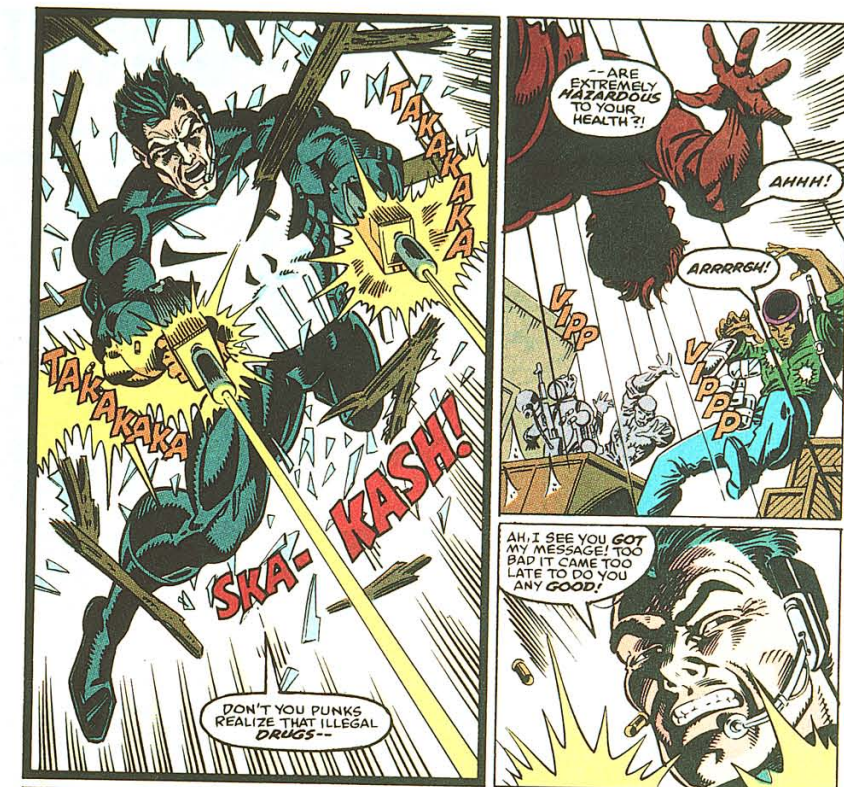
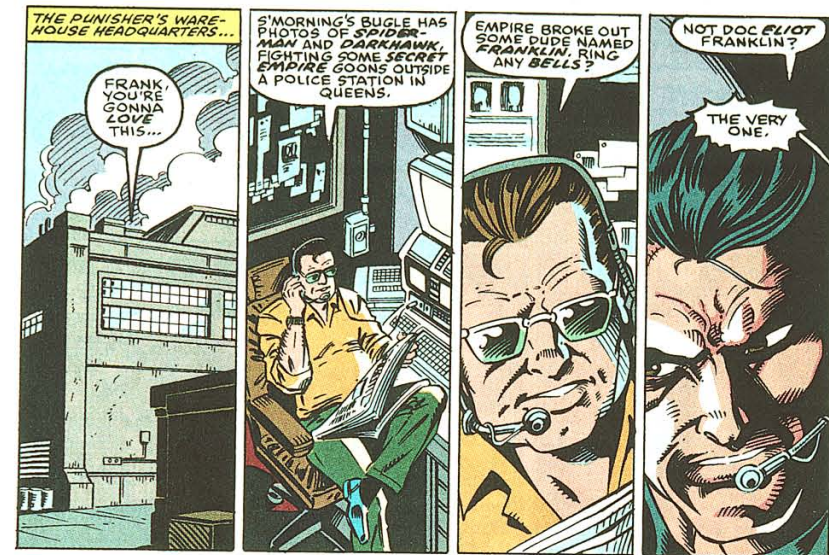
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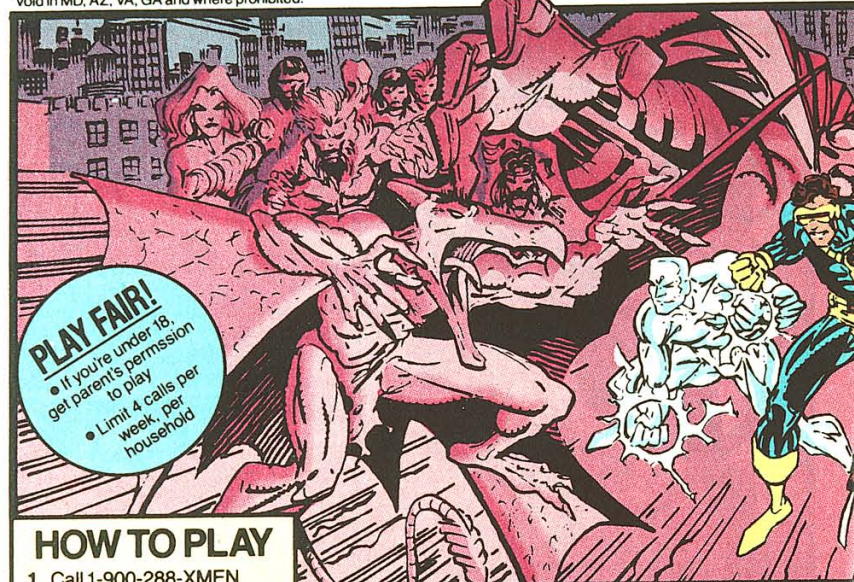
# CALL 1-900-288-XMEN. AND BATTLE THE X-MEN'S DEADLIEST ENEMIES.

\$1.75 first minute; 75¢ each additional minute. Maximum call 4 minutes.

Void in MD, AZ, VA, GA and where prohibited.

By Phone Programs USA, Inc. 919 Third Avenue, New York, NY 10022

TOUCHTONE PHONES ONLY.



**PLAY FAIR!**

- If you're under 18, get parent's permission to play
- Limit 4 calls per week, per household

## HOW TO PLAY

1. Call 1-900-288-XMEN
2. You'll start by battling Magneto's henchmen. Summon the appropriate X-MEN based on their powers and the confrontation at hand.
3. Wait for the cue, then activate their powers by pressing the **[X]** key within the designated time.
4. Then go one on one with Magneto and earn your rewards by answering as many X-Men trivia questions as you can.

### WOLVERINE



**Press: 1**  
**Time: Between 2-4 sec.**  
**Power:** Slashes through any surface with adamantium claws

### ICEMAN



**Press: 2**  
**Time: Between 1-3 sec.**  
**Power:** Shoots subzero cold blasts

### CYCLOPS



**Press: 3**  
**Time: Between 3-5 sec.**  
**Power:** Shoots optic force blasts

### BANSHEE



**Press: 4**  
**Time: Between 4-6 sec.**  
**Power:** Vanquishes enemies with sonic scream

## PRIZE CLAIM

To claim prizes, print your choice of cover along with your name, address, age, phone number, and prize claim number on a 3x5 card. Send it to:

**Marvel Comics**  
Dept. 900-XMEN  
387 Park Avenue South  
New York, NY 10016

**IMPORTANT:** If phone number doesn't match prize claim number—and if you call more than 4 times per week—you will be disqualified!

This game is subject to complete official rules and regulations.

## WIN!

### LEVEL 1

Plate-signed X-Men #1 cover of your choice  
Product coupons

### LEVEL 2

Cover, coupons, plus a special edition X-Men poster!

**THAT'S NOT ALL—TOP SCORERS WILL BE LISTED IN A FUTURE X-MEN COMIC!**



## RULES & REGULATIONS

1. The X-Men Adventure Game, sponsored by Marvel Entertainment Group, Inc. ("Marvel"), is an interactive game of skill requiring knowledge of the powers of the "X-Men" characters as found in various Marvel publications.
2. The game begins August 1, 1991 and continues through November 1, 1991.
3. Callers with touchtone telephones may access the game by dialing 1-900-288-XMEN, anywhere in the continental U.S., at any time, 24 hours a day, during the term. Callers with rotary telephones are technically ineligible to play.
4. There is no minimum age requirement to play the game. Anyone who is under 18 years of age must get parental permission before calling the game. All appropriate prizes won by persons under 18 years of age shall be awarded in their name to a parent or legal guardian.
5. The charge for each call is \$1.75 for the first minute and \$.75 cents for each additional minute. The maximum length of a call is 4 minutes. The telephone number of the originating call must match the telephone number on the prize claim in order for any prizes to be awarded and each telephone number is limited to 4 calls per week during the term.
6. The caller shall hear an introductory message and will then be requested to enter the telephone number he is calling from for call limiting purposes. Each call is a separate game.
7. Each X-Man shall be designated a digit that relates to his power with a limited time frame to activate that power. To activate an X-Man's powers, the caller must press the designated number on the touch tone pad to "call up" an X-Man and then press the star key in the designated time frame to use the X-Man's powers. The caller has 60 seconds in the opening round to battle Magneto. If the caller misses twice, the game is over and he is routed to a closing message. If he succeeds in the first round, the caller then has 50 seconds.

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additional minute. The maximum length of a call is 4 minutes. The telephone number of the originating call must match the telephone number on the prize claim in order for any prizes to be awarded and each telephone number is limited to 4 calls per week during the term.

to answer as many X-Men questions as possible. The prize awarded is determined by the number of questions answered correctly.

8. Every caller who defeats Magneto and answers 1 through 4 questions correctly shall receive a plate-signed X-Men collector cover plus product coupons. The caller will be able to choose from among 4 different covers. If the caller answers 5 or more questions correctly he receives a plate-signed cover, product coupons and a commemorative poster. The caller will be given a prize claim number relating to the phone number the call was made from and the prize earned. All prize claims must match the prize claim number in order to earn a prize. All prize claims must be received by November 30, 1991. All prizes have been provided at cost by Marvel Entertainment Group, Inc.

9. PPI and Marvel reserve the right to add or replace questions at any time. Players waive any claim or right in the event of ambiguity or error in any questions or answers, and, by entering, players agree to be bound by and subject to these official rules and to be subject to the decisions of PPI and Marvel whose decisions © 1991 Marvel Entertainment Group, Inc. All rights reserved.

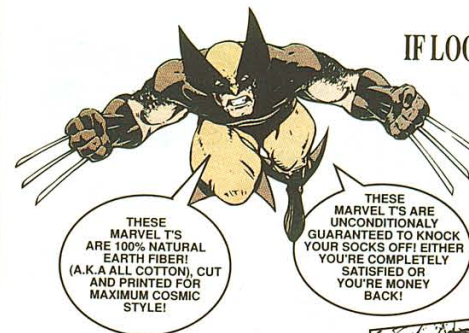
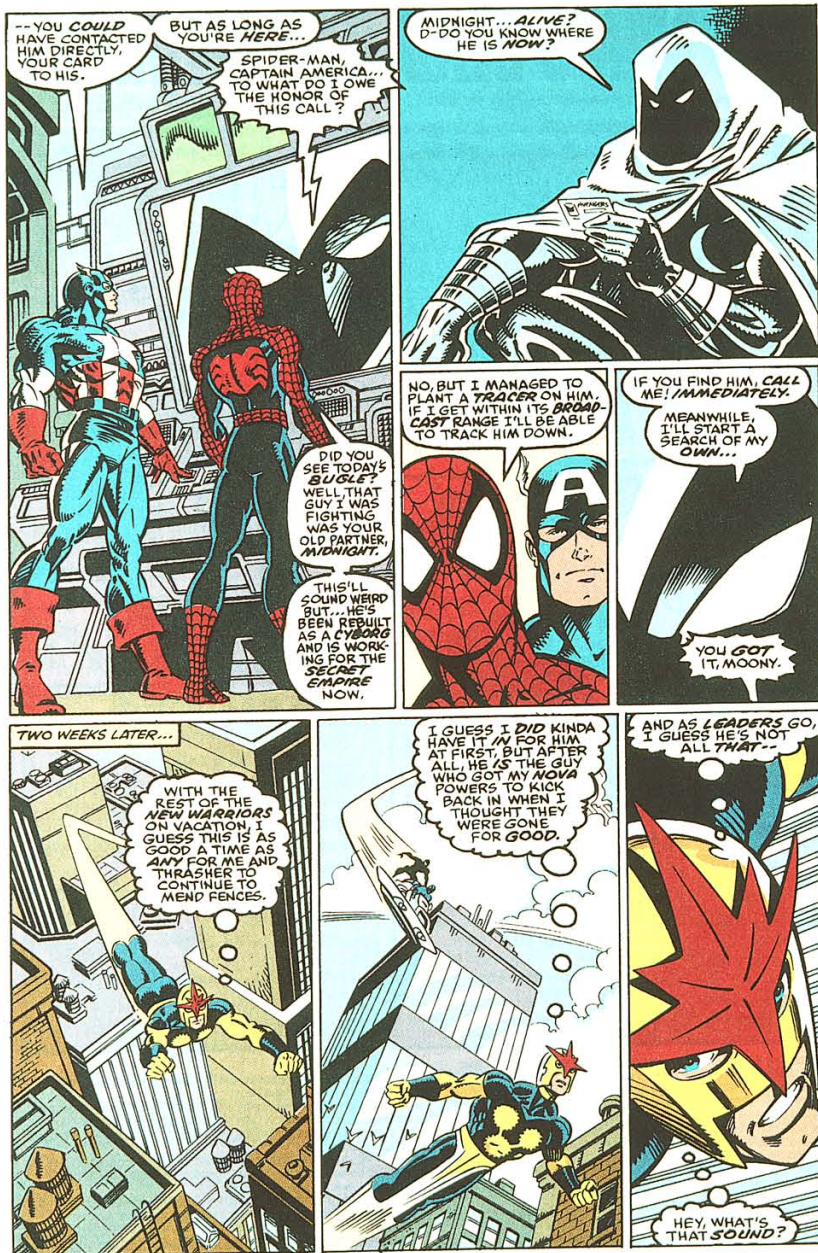
are final. Players acknowledge that the correct answers to all questions are those provided and validated by PPI and Marvel.

10. Sponsors and their service provider are not responsible or liable for incorrect or inaccurate entry of information by caller, technical malfunctions of the telephone network, computer equipment, software or any combination thereof, or lost or delayed data transmissions.

11. Void in MD, AZ, VA, GA and where prohibited. Employees and families of PPI, Marvel, Call Interactive and their affiliated companies are not eligible. All federal, state and local laws and regulations apply.

12. A copy of these rules may be obtained free of charge, in person, from PPI, 919 Third Avenue, New York, NY 10022 during normal business hours, or write "X-Men Adventure," P.O. Box 7012, FDR Station, New York, NY 10022. If there are any questions re this game, the public may dial 1-800-544-7741 during normal business hours for assistance.

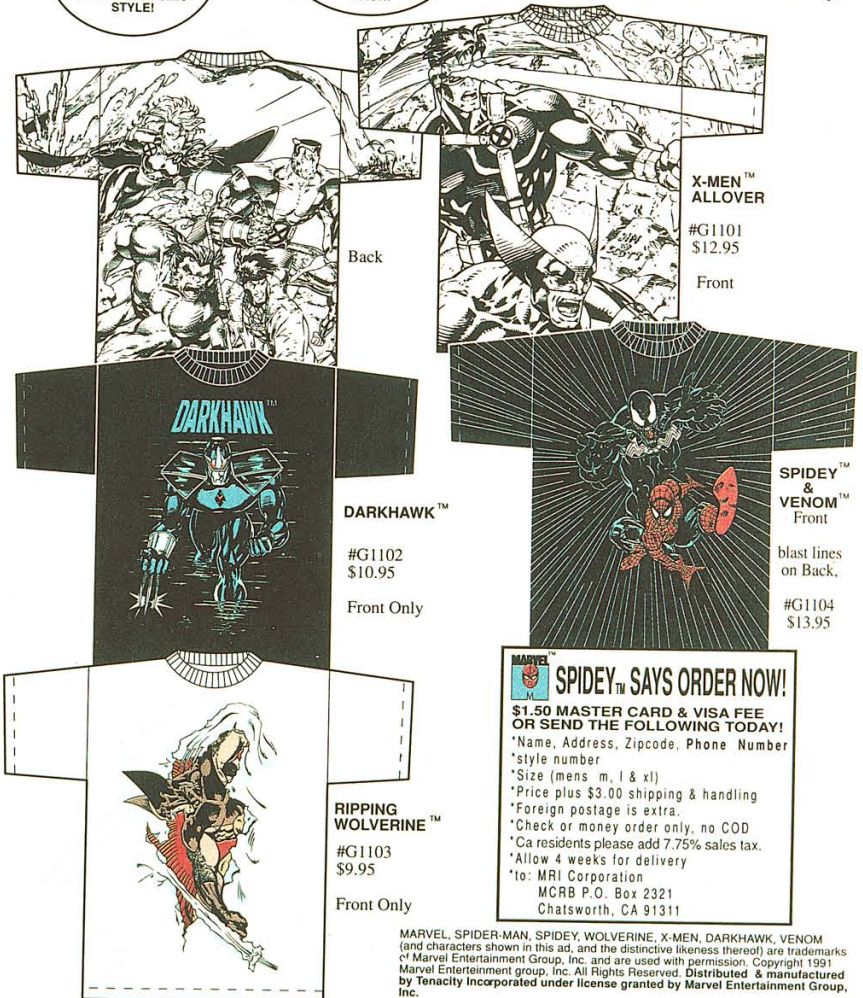




## IF LOOKS COULD KILL, THESE MARVEL T'S WOULD BE ILLEGAL!

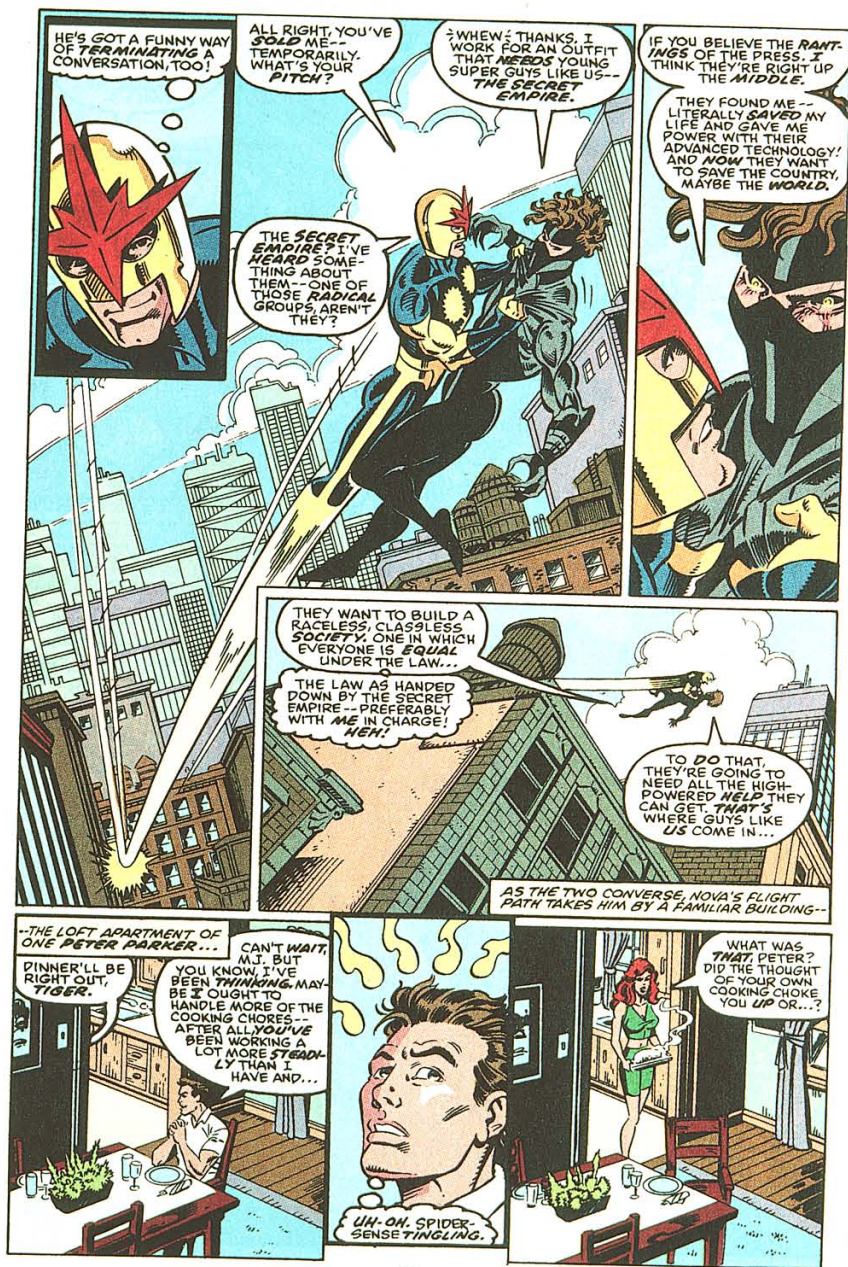
Our obsessed mutant artist has been working overtime to create the hottest T's on the planet! Quite frankly, we're pleased with the results. For quality, value and cosmic style there's only one place to get your Marvel T's and it's right here! Don't hesitate to mutate your wardrobe.

Call toll free (800) 237-HERO and order your's today. (Mastercard & visa only)

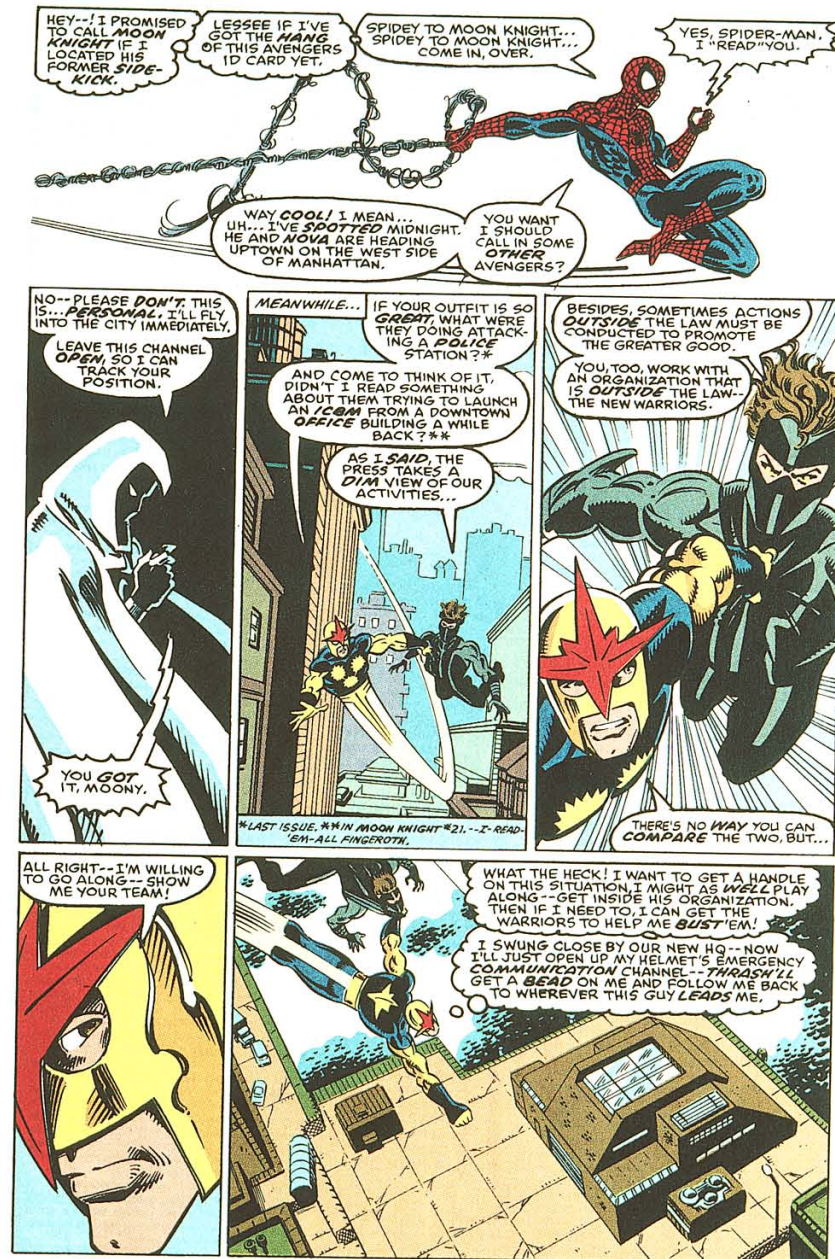
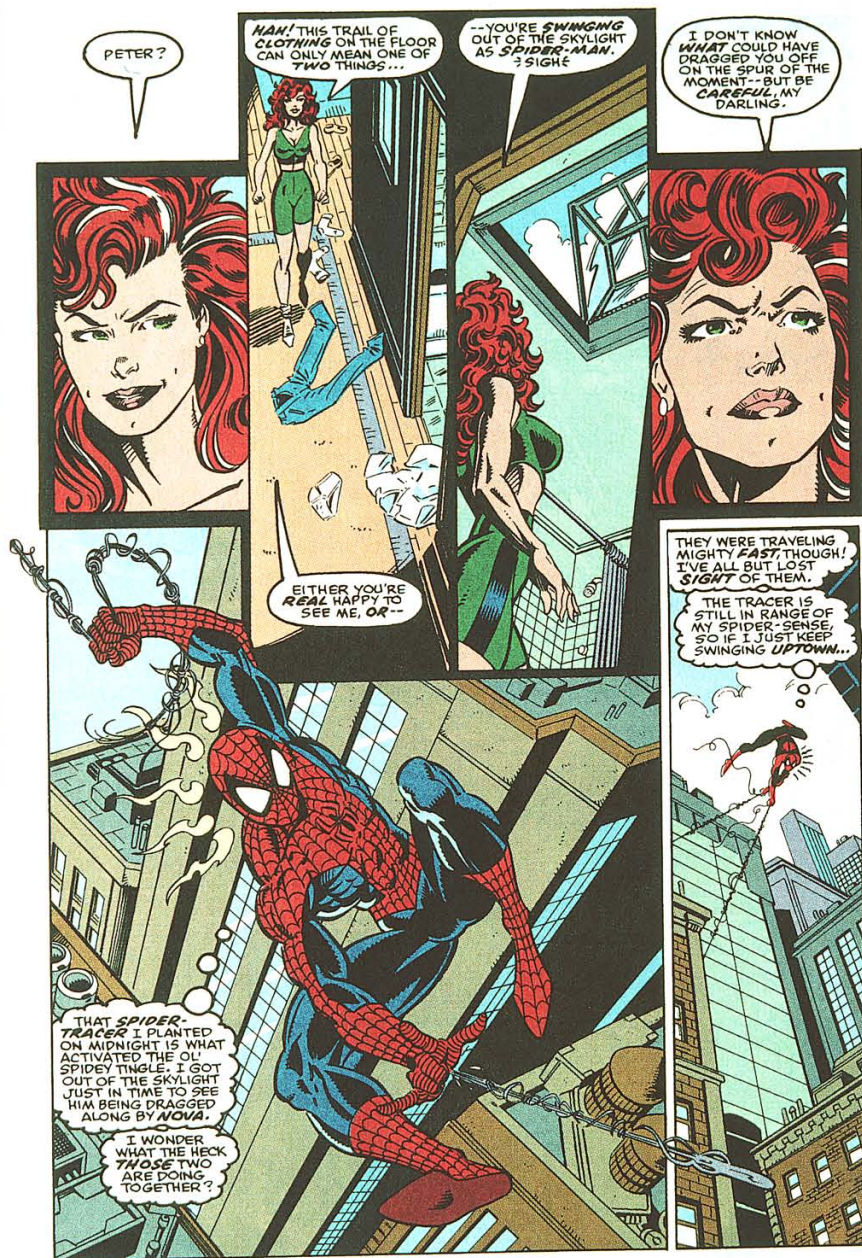


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## STAN'S SOAPBOX

Hi, Heroes!

Since this column is scheduled to see print in September, the month that school begins, it seems only fitting to devote our serendipitous sermon to the subject of education! After all, I know how eagerly you must be awaiting the opening of school, but be patient; no matter how unbearable these days may be, your vacation won't last forever!

Now then, those of you who faithfully read my Soapbox each month in MARVEL AGE can skip the rest of this meaningful monograph, 'cause I've already covered this subject in depth on those pandemonious pages. However, you philistines who've been injudicious enough to miss one of Marvel's most meritori-

ous publications can, due to my legendary generosity, now get an abridged version of the following item.

If I may be serious for a moment, one of the biggest problems in education is school drop-outs; and even many youngsters who remain in school aren't learning as much as they should. Chief among the reasons is sheer, stifling boredom!

Well, an idea occurred to some of us who worry about such things. America is the core of the world's entertainment industry. American movies, television, rock music, sports and comic books provide excitement and enjoyment to the entire planet. If we can entertain audiences around the globe, why can't we do the same for our own students who are America's future?

Stan Lee

Pick up a rock, and you'll likely find some moss underneath. Pick up a Marvel freelancer, and you'll no doubt find a plethora of projects beneath him. (You may find some moss there, as well, depending on how long the freelancer has been at his drawing board.) This was the situation when we endeavored to find out how our writers and artists spent their summer vacations.

Instead of regaling us with humorous anecdotes about exotic vacations in faraway lands, mostly we got a list of whatever projects the creator happened to be working on at the time. Now, that can be entertaining in its own right, but it sort of shatters the image of the life of a comics pro being filled with glamour, romance, and excitement, don't you think? So, where necessary, we've included writer's embellishments (clearly labeled, for legal reasons) to improve on the truth.

John Romita, Jr. described his summer in this way: "All it is or work! I just finished up the 144-page DAREDEVIL graphic novel which Frank Miller is writing. I'm working on the 48-page GHOST RIDER/WOLVERINE/PUNISHER team-up which Howard Mackie wrote. I'm doing the third monthly PUNISHER book with Klaus Janson and Chuck Dixon. I have a couple of posters coming out. ... John also plans on launching a new monthly series featuring his own creation, SHOTGUN, who previously appeared in DAREDEVIL. *Writer's embellishment:* John took time off from his other work to visit the Vatican in Rome and talk comics with Pope John Paul, who's actually quite a comics buff. (The Pope's favorite book? NFL SUPERPRO, of all things!)

The comic biz's most famous little brother, Sal Buscema, kept pretty busy with the penciling and inking chores on SPECTACULAR SPIDER-MAN, as well as extra projects like an eight-page Thor story in the upcoming MARVEL CHRISTMAS SPECIAL. Sal spent part of his summer at Ocean City, which is a beach resort in Maryland. Sal said he occupied his time "lazing around on the beach, eating seafood, and playing golf... exciting stuff like that." *Writer's embellishment:* One day on the beach, Sal saw a man drowning. Fortunately, he had taken a lifesaving course, and knew what to do. He dove into the water, dragged the man to shore, and administered CPR, saving the man's life. The man turned out to be legendary comedian Don Knotts, who, as fate would have it, is one of Sal's favorite performers. Don was so grateful for the save, he agreed to perform at a birthday party for Sal's kids later that day, charging only the union minimum.

DAREDEVIL penciler, Lee Weeks, said he is too busy "catching up with too many deadlines" to worry about taking a vacation. In addition to his monthly DAREDEVIL work, Lee is also doing a GHOST RIDER bookshelf format one-shot. When not dodging deadlines, Lee found time to grab a little yay-kay in Toronto with wife and brand-new baby, Vaughn. *Writer's embellishment:* While in Toronto, Lee assisted the mounted police in tracking a dangerous fugitive through the Canadian wilderness. It was a grueling chase, but in the end, it was Lee's skills as a marksman and knowledge of hand-to-hand combat that saved the day. Lee downplays his contributions to the bust, saying it's what any comics penciler

SEPTEMBER  
COOLOMETER

- JULIA ROBERTS
- THE ADVENTURES OF CAPTAIN AMERICA
- THE FOX NETWORK
- DINKS (Double Income No Kids)
- CHILD TV STARS IN PRISON
- PAULA ABDUL
- BANANAS
- DIPLOMATIC IMMUNITY
- MOTORCYCLES
- TINY TOON ADVENTURES
- MARRYING MILLIONAIRES
- 70'S ROCK GROUPS
- TOTAL LUNAR ECLIPSES
- MARVEL FANFARE
- COUNTRY/WESTERN MUSIC
- RICK DEES
- LIP SYNCING
- GOATEES
- TUBE SOCKS
- FLEA MARKETS
- KIEFER SUTHERLAND
- BOWLING
- THE METRIC SYSTEM

would have done.

Larry Stroman spent the summer penciling X-FACTOR and a bookshelf format BLACK WIDOW special written by Dan Chichester. *Writer's Embellishment:* Larry also worked as a camp counselor to a group of misfit kids, somehow turning these oddballs into a bunch of winners in time for the big boat race with long-time rival Camp Swampy.

WOLVERINE penciler Marc Silvestri spent his summer "making the convention rounds in San Diego and Chicago, and starting on a WOLVERINE/PUNISHER graphic novel written by Carl Potts with inks by Hilary Barta." *Writer's Embellishment:* Marc also braved the elements when he ventured down into the fiery heart of an active volcano, Mount Hoya-hoya, in Hawaii! Other than singling his eye-brows, Marc came out just fine, commenting, "I really can't say why I did it. It just seemed like a good idea at the time."

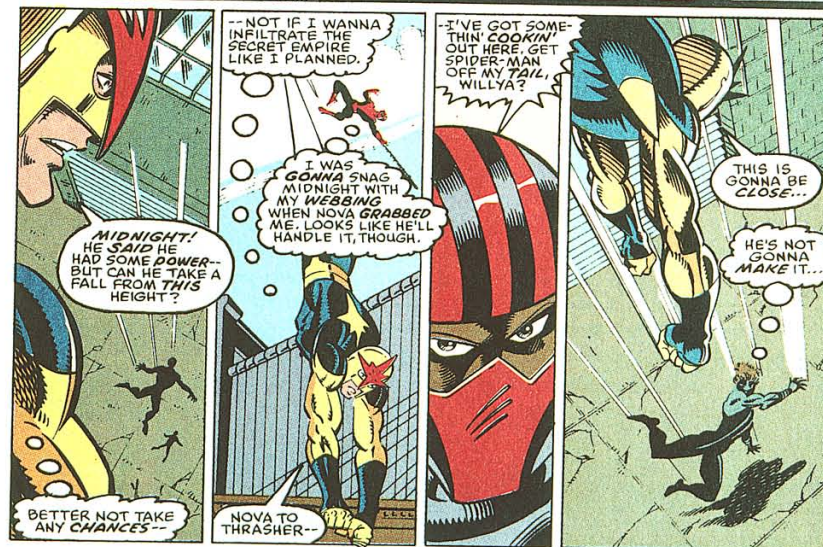
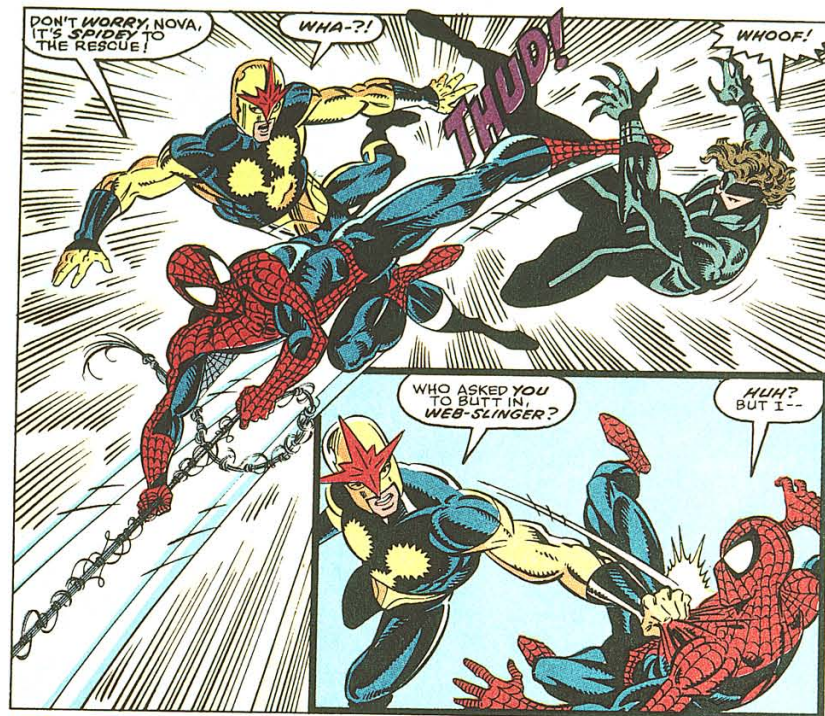
Marv Wolfman, currently pulling up the stakes on his new TOMB OF DRACULA limited series with Gene Colan, said he spent his summer "preparing to get married in the fall" to his lovely fiancée, Neil. *Writer's Embellishment:* In researching the comic, Marv actually toured historic Transylvania, and met a gang of actual vampires! The vampires of Transylvania were quite taken with Marv, extending him an offer to join them for dinner any time he wished.

QUASAR penciler Greg Capullo celebrated his wedding to his lovely bride, Michele, followed by a honeymoon in Arabia. *Writer's Embellishment:* Following that, the two were fortunate enough to be part of a NASA experiment sending civilians to the moon. The trip took two weeks, but Greg was thrilled to finally get to walk in Neil Armstrong's footsteps. Said Greg, "I now know the truth. The moon isn't made of green cheese. It's white, and tastes similar to gouda."

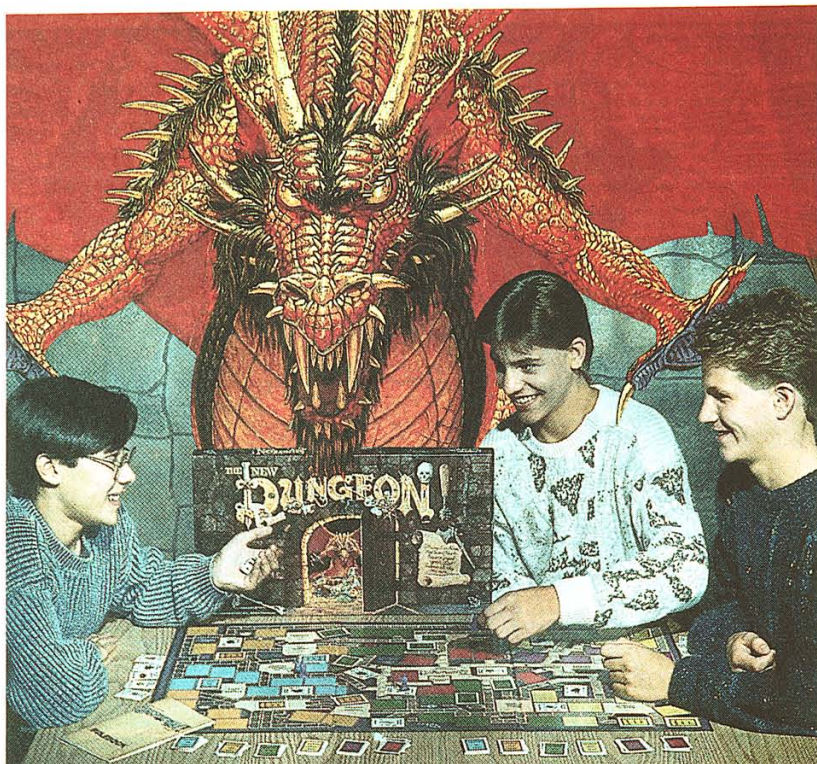
DEATHLOK's Denys Cowan and X-FORCE's Rob Liefeld both went commercial this summer — literally! Denys was featured in an ad for Dewar's Whiskey, appearing in classy magazines nationwide, while Rob appeared in a Spike Lee commercial for Levi's 501 jeans! *Writer's Embellishment:* These ads were so successful that Denys and Rob were spotted by a talent agent. Now they have earned the highest honor that every actor dreams of — they will be appearing in the popular Lite Beer from Miller commercials, working alongside such greats as Bob Eucker and John Madden.

Finally we have letterer of all things Spidey, Rick Parker, who actually did take a vacation, and did something more imaginative than anything we could've come up with on our own. Rick spent a month on a tour of the Far East, the highlight of which was a five-day safari into the jungle on the back of an elephant in Thailand. He really did do this — we're not making this one up! Honest. We actually did have a story made up for Rick — one involving him going back to Nam to rescue his old platoon — but we'll save that one for next time.

For now, we'll leave you with these words: It's September! Don't forget school starts this month! And don't try giving your parents that line about school starting a month later this year. We tried that one ourselves, and it didn't work!







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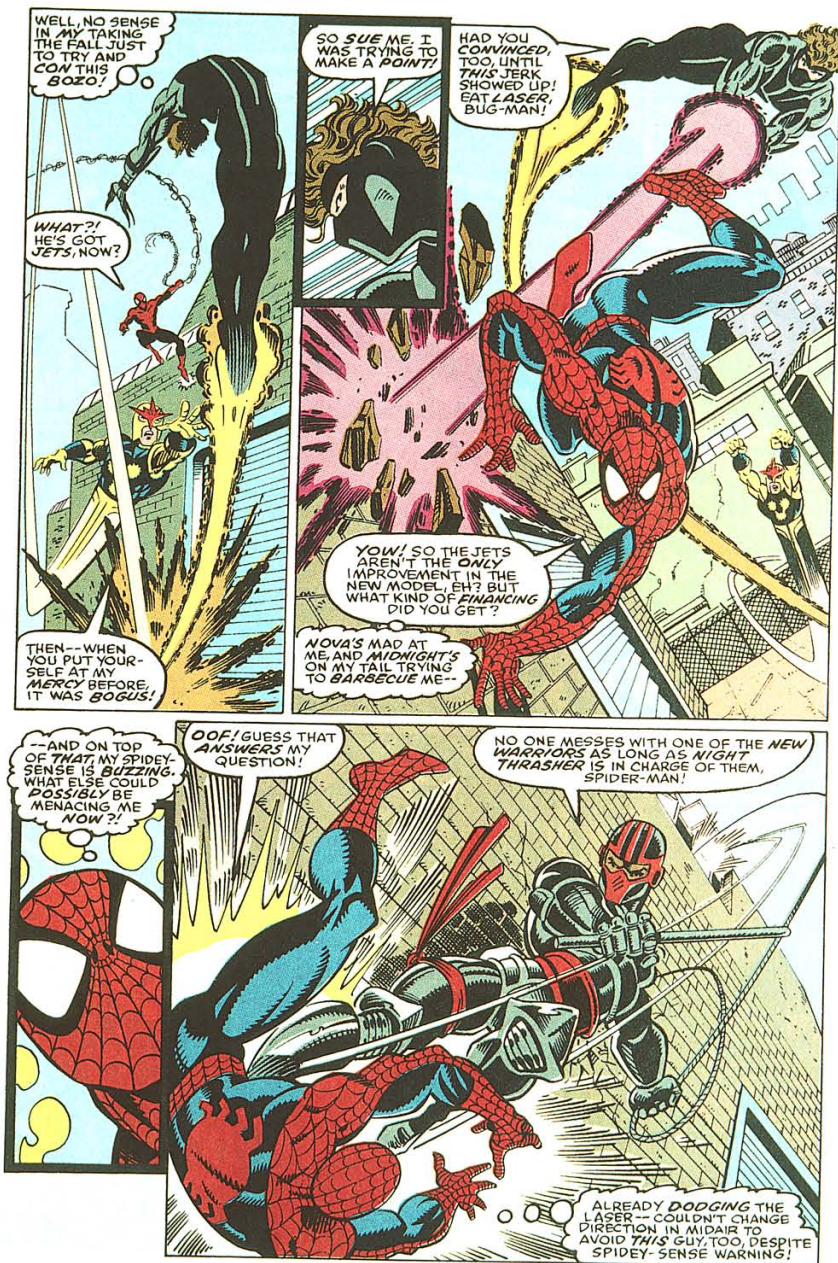
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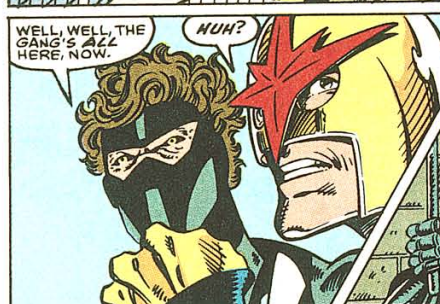






YOU REALLY HAD ME CONVINCED WITH THAT JIVE STORY ABOUT THE POOR, MISUNDERSTOOD SECRET EMPIRE.

OH, SO YOU WEREN'T AS GULLIBLE AS I THOUGHT. STILL, IF I'D JUST MANAGED TO GET YOU BACK TO HEADQUARTERS...



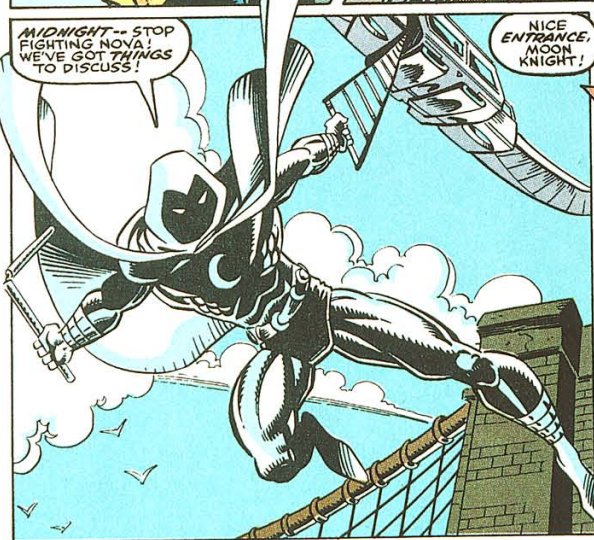
WELL, WELL, THE GANG'S ALL HERE, NOW.

HUH?



LOOKS LIKE THE CAVALRY'S JUST ARRIVED.

I THOUGHT I WAS THE CAVALRY!



MIDNIGHT-- STOP FIGHTING NOVA! WE'VE GOT THINGS TO DISCUSS!

NICE ENTRANCE, MOON KNIGHT!

BUT IN CASE YOU'VE FORGOTTEN, I DON'T WORK FOR YOU ANYMORE!

WITH MY NEW POWER, I'M THE BOSS, AND YOU CAN CONSIDER THIS... SEVERANCE PAY!



AS FOR YOU, NOVA-- A LITTLE ELECTRO-BOLT TO DISRUPT YOUR NERVOUS SYSTEM...

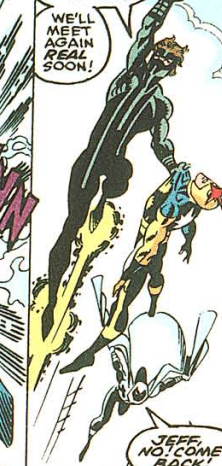
...AND YOU'LL COME VISIT THE SECRET EMPIRE AFTER ALL.

'BYE, SPECTOR! I'D LOVE TO STOP AND PUT SOME CRATERS IN YOU-- BUT I'M ON A SCHEDULE!

WE'LL MEET AGAIN REAL SOON!



ARRRR!



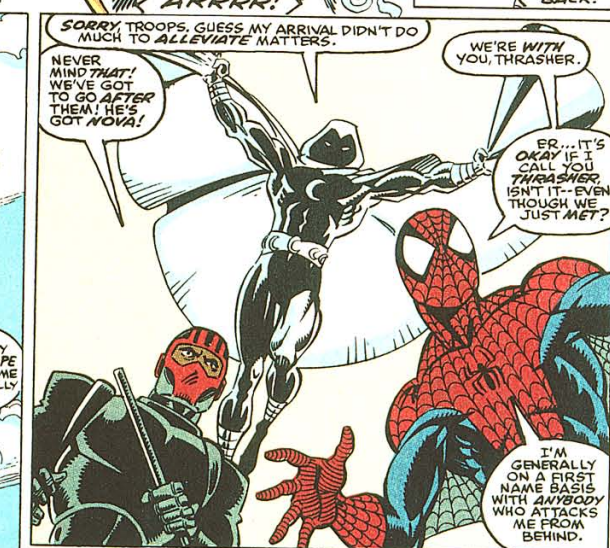
JEFF, NO COME BACK!



NO USE, HE WON'T LISTEN TO ME.

HE WAS ALWAYS HEADSTRONG-- BUT NOW HE'S GOT THE PHYSICAL POWER TO BACK UP HIS PLANS!

IF ONLY MY GLIDER-CAPE ENABLED ME TO ACTUALLY FLY...



SORRY, TROOPS. GUESS MY ARRIVAL DIDN'T DO MUCH TO ALLEVIATE MATTERS.

NEVER MIND THAT! WE'VE GOT TO GO AFTER THEM! HE'S GOT NOVA!

WE'RE WITH YOU, THRASHER.

ER...IT'S OKAY IF I CALL YOU THRASHER. ISN'T IT--EVEN THOUGH WE JUST MET?

I'M GENERALLY ON A FIRST NAME BASIS WITH ANYBODY WHO ATTACKS ME FROM BEHIND.

NEVER MIND THE SNAPPY REPARTÉE, SPIDEY--THIS IS SERIOUS. BE WITH US NEXT ISSUE FOR:

**TOTAL ECLIPSE OF THE MOON KNIGHT!**



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- ☐ Conan
- ☐ Daredevil
- ☐ Darkhawk
- ☐ Fantastic Four
- ☐ Guardians of the Galaxy
- ☐ G.I. Joe
- ☐ Groo
- ☐ Incredible Hulk
- ☐ Iron Man
- ☐ Marvel Age
- ☐ Marvel Tales (featuring Spider-Man)
- ☐ Namor
- ☐ New Warriors
- ☐ Punisher (comic)
- ☐ Quasar
- ☐ Sleepwalker
- ☐ Silver Surfer
- ☐ Spectacular Spider-Man
- ☐ SuperPro
- ☐ Thor
- ☐ Uncanny X-Men
- ☐ Web of Spider-Man
- ☐ Wonder Man
- ☐ X-Factor
- ☐ X-Force
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